CLAIMS

1-31. (Canceled)

32. (Previously presented) A method comprising:

storing a most-recent episode of a series of digital content published at a first time in a playback device, wherein the episode is no greater than a predetermined playback time;

automatically selecting a subsequent episode of the series of the digital content published at a second time, wherein the subsequent episode is no greater than a predetermined playback time; and

storing the subsequent episode in a playback device.

33. (Previously presented) The method of claim 32 wherein the predetermined playback time is approximately equal to a maximum playback time designated by the user for the particular digital content.

34. (Previously presented) The method of claim 32 further comprising:

storing a first subset of digital content;

consuming a portion of the first subset of digital content; and

automatically selecting a second subset of digital content to update the consumed portion of the first subset of digital

content, wherein the unconsumed portion of the first subset of digital content and the second subset of digital content together provide a playback time approximately equal to a playback time of the first subset of digital content.

35. (Previously presented) A network comprising:

a server device to store digital content and to provide the digital content to other devices on the network;

a data retrieval device coupled with the server device; and

a playback device to store and to playback the digital content coupled with the data retrieval device, the playback device to store a most-recent episode of a dynamically changing series of digital content, and to have the digital content automatically updated from the server device with a subsequent episode of the series of digital content to store on the playback device.

36. (Previously presented) The network of claim 35 wherein the server device is to automatically push the subsequent episode of the series of digital content to update the digital content stored on the playback device.

37. (Previously presented) The network of claim 35 wherein the data retrieval device is to automatically retrieve the

subsequent episode of the series of digital content from the server device to update the digital content stored on the playback device.

38. (Previously presented) The network of claim 35 wherein the playback device is to automatically retrieve the subsequent episode of the series of digital content from the server device to update the digital content stores on the playback device.

39. (Previously presented) The network of claim 35 further comprising the playback device to store a first subset of digital content, to consumer a portion of the first subset of digital content, and to have the digital content automatically updated from the server device with a second subset of digital content, wherein the unconsumed portion of the first subset of digital content and the second subset of digital content together provide a playback time approximately equal to a playback time of the first subset of digital content.

40. (Currently amended) A method of providing personalized time-shifted media programming comprising:

retrieving multiple titles of digital media content from one or more libraries;

storing the multiple titles of media content for subsequent playback; and

storing a subset of ~~one or more of~~ the multiple titles of media content in a playback device, wherein the subsets of the multiple titles of media content are automatically selected to update consumed media content according to a user's predetermined specifications.

41. (Previously presented) The method of claim 40, wherein storing a subset of the media content comprises automatically storing a most recent segment of a dynamically changing particular audio content.

42. (Previously presented) The method of claim 41 wherein the segment is selectable by the user.

43. (Previously presented) The method of claim 40 wherein the step of storing a subset of the media content further comprises:

determining a select segment length;

determining a selected particular media content; and

storing a segment of the selected particular media content in the playback device having a length of the selected segment length.

44. (Previously presented) The method of claim 40, wherein storing a subset of the media content comprises automatically storing a most recent segment from a series of audio content having multiple segments.

45. (Previously presented) The method of claim 40, wherein storing a subset of the media content further comprises:

selecting a segment of the media content;

storing a portion of the media content in a playback device;

determining an amount of the portion of the media content consumed, if any; and

storing a subsequent portion of the media content corresponding to the amount of the portion of media content consumed in the playback device.

46. (Previously presented) An apparatus for providing personalized time-shifted programming comprising:

means for retrieving multiple titles of digital media content from one or more libraries;

means for storing in the multiple titles of media content from subsequent playback; and

means for storing a subset of the multiple titles of media content in a playback device, wherein the subsets of the multiple titles of media content are automatically selected to update consumed media content according to a user's predetermined specifications.

47. (Previously presented) The apparatus of claim 46, wherein the means for storing a subset of the content comprises means for automatically storing a most recent segment of a dynamically changing particular content.

48. (Previously presented) The apparatus of claim 47 wherein the segment is selectable by the user.

49. (Previously presented) The apparatus of claim 46 wherein the means for storing a subset of the content further comprises:

means for determining a selected segment length;

means for determining a selected particular content; and

means for storing a segment of the selected particular content in the playback device having a length of the selected segment length.

50. (Previously presented) The apparatus of claim 46, wherein the means for storing a subset of the content includes means for automatically storing a most recent segment in a static content.

51. (Previously presented) The apparatus of claim 46, wherein the means of storing a subset of the content further comprises:

means for selecting a static content;

means for storing a portion of static content in a playback device;

means for determining an amount of the portion of the static content consumed, if any; and

means for storing a subsequent portion of the static content corresponding to the amount of the portion of static content consumed in the playback device.

52. (Previously presented) A computer-readable medium having stored thereon a plurality of sequences of instructions which, when executed by one or more processors cause an electronic device to:

retrieve multiple titles of digital media content from one or more libraries;

store in the multiple titles of media content from subsequent playback; and

store a subset of the multiple titles of media content in a playback device, wherein the subsets of the multiple titles of media content are automatically selected to update consumed media content according to a user's predetermined specifications.

53. (Previously presented) The computer-readable medium of claim 52, wherein the sequence of instructions to store a subset of the media content further cause the electronic device to automatically store a most recent segment of a dynamically changing particular media content.

54. (Previously presented) The computer-readable medium of claim 52, wherein the sequence of instructions to store a subset of the media content further cause the electronic device to:

determine a selected segment length;

determine selected particular media content; and

store a segment of the selected particular media content in the playback device having a length of the selected segment length.

55. (Previously presented) The computer-readable medium of claim 52, wherein the sequence of instructions to store a subset of the media content further cause the electronic device to automatically store a most recent segment in a static media content.

56. (Previously presented) The computer-readable medium of claim 52, wherein the sequence of instructions to store a subset of the media content further cause the electronic device to:

select a static media content;

store a portion of the static media content in a playback device;

determining an amount of the portion of the static media content consumed, if any; and

store a subsequent portion of the static media content corresponding to the amount of the portion of static media content consumed in the playback device.

57. (Previously presented) An apparatus for providing personalized time-shifted programming comprising:

a library access device to provide access to a library;

a storage device coupled to the library access device to store content retrieved from the library; and

a playback device having a memory and an interface coupled to the storage device; wherein the playback device stores a selected content that is a subset of the content stored by the storage device, and further wherein the selected content is determined automatically based on predetermined user content selections.

58. (Previously presented) The apparatus of claim 57, wherein the library access device is a personal computer.

59. (Previously presented) The apparatus of claim 57, wherein the library access device in an Internet terminal.

60. (Previously presented) The apparatus of claim 57, wherein the library access device is a dedicated audio library access device.

61. (Previously presented) The apparatus of claim 57, wherein the storage device is a magnetic disk.

62. (Previously presented) The apparatus claim 57, wherein the storage device is an optical disc.

63. (Previously presented) The apparatus of claim 57, wherein the storage device is a flash memory.

64. (Previously presented) The apparatus of claim 57, wherein the playback device memory comprises flash memory.

65. (Previously presented) A playback device comprising:

a memory to store a plurality of digital content selections;

logic to maintain a head pointer identifying a logical beginning of each selection in memory; and

logic circuitry, coupled to the memory, to maintain a content counter[[s]], wherein the counter[[s]] is initially set to the head pointer of the corresponding selection and wherein the counter advances through the corresponding selection in memory during a rendering session.

66. (Previously presented) The playback device of claim 65 wherein digital content corresponding to the respective content counter is updated based, at least in part, on the respective content counter.

67. (Previously presented) The playback device of claim 65 further comprising an interface coupled to the memory, the interface to receive digital content from a remote source.

68. (Currently amended) A method for providing personalized time-shifted programming comprising:

storing digital content including portions of multiple content files for subsequent playback;

designating portions of memory in a playback device for storage of data of a particular content file;

storing at least a subset of the portions of multiple content files in a playback device, wherein data from a first content file is stored in a first portion of memory; and

automatically storing data from a second content file in the first portion of memory designated for storage of data of the first content file when ~~at least~~ a part of data from the first content file stored in the first portion of memory is consumed.

69. (Previously presented) The method of claim 68 wherein storing data from the second content file in the first portion of memory is performed automatically based, at least in part, on consumption of the subset of the first content file.

70. (Previously presented) A method of providing personalized time-shifted media programming comprising:

retrieving digital media content from a library, said library residing on a distributable mass storage medium;

storing the digital media content for subsequent playback; and

storing a subset of the digital media content in a playback device, wherein the subset of digital media content is automatically selected to update consumed digital media content according to a user's predetermined specifications.

71. (Canceled)

72. (Previously presented) The playback device of claim 65, further comprising logic maintain a tail pointer identifying a logical end of each selection.

73. (Previously presented) The playback device of claim 65, further comprising logic to set each head pointer to a current location of rendering in the selection as identified by the content counter at an end of the rendering session.

74. (Previously presented) The playback device of claim 65, further comprising logic to render the selections.

75. (Previously presented) A method comprising:

storing a plurality of digital content selections;

maintaining a head pointer for each selection that identifies a logical beginning of the corresponding selection; and

maintaining a content counter comprising:

setting the content counter to the head pointer of a current selection to be rendered during a rendering session; and

advancing the content counter through the current selection during the rendering session.

76. (Previously presented) The method of claim 75, further comprising:

maintaining a tail pointer for each selection that identifies a logical ending of the corresponding selection.

77. (Previously presented) The method of claim 75, wherein maintaining the content counter further comprises:

setting the head pointer of the current selection to a current location of rendering in the current selection as identified by the content counter at an end of the rendering session.

78. (Previously presented) The method of claim 75, wherein digital content corresponding to the respective content counter is updated based, at least in part, on the respective content counter.

79. (Previously presented) A method comprising:

storing a plurality of digital content selections;

maintaining a content counter for each of the plurality of digital content selections, wherein the content counter indicates a current location of consumption for corresponding digital content selection; and

updating the content counters based on the consumption of the respective digital content selection.

80. (Previously presented) The method of claim 79 wherein digital content selections corresponding to the respective content counters are updated based, at least in part, on the respective content counters.

81. (Previously presented) A playback device comprising:

a plurality of digital selections stored in memory;

logic to set a head pointer identifying a logical beginning and a tail pointer identifying a logical ending of each digital selection; and

logic which provides a content counter, wherein the content counter is initially set to the head pointer of the corresponding digital selection and, wherein the content counter advances through the corresponding digital selection in memory during a consumption session.

82. (Previously presented) The playback device of claim 81, further comprising logic to update each head pointer to the current location in the digital selection as identified by the corresponding content counter at an end of the consumption session.

83. (Previously presented) The playback device of claim 81, wherein a consumption session comprises rendering the digital selection.

84. (Previously presented) The playback device of claim 82, further comprising logic to track the original location of the head pointer of each content selection and the current location of the head pointer of each content selection and automatically updating one or more of the digital content selections based on the content consumed as indicated by the difference between the original location of the head pointer and current location of the head pointer.

85. (Previously presented) The playback device of claim 84, wherein the logic updates each content selection according to the preferences of a user of the playback device.

86. (Previously presented) The playback device of claim 84, wherein the logic automatically deletes rendered content based on the content counters.

88. (Previously presented) The playback device of claim 82, wherein the end of the consumption session occurs when the playback device is turned off.

89. (Previously presented) The playback device of claim 82, wherein the end of the consumption session occurs when the rendering of a digital programming selection is stopped.

90. (Previously presented) The playback device of claim 81, further comprising logic to render the digital selections.

91. (Previously presented) The playback device of claim 81, further comprising logic to periodically update each head pointer to the current location in the digital selection as

identified by the corresponding content counter during the consumption session.

92. (Previously presented) The playback device of claim 81, further comprising logic that refers to the updated head pointer during a subsequent consumption session such that further consumption of the digital selection begins at a point in the digital selection designated by the updated head pointer.

93. (Previously presented) A method for storing and playing electronic content on a playback device comprising:

storing a plurality of digital selections stored in memory;

setting a head pointer identifying a logical beginning and a tail pointer identifying a logical ending of each digital selection; and

providing a content counter, wherein the content counter is initially set to the head pointer of the corresponding digital selection and, wherein the content counter advances through the corresponding digital selection in memory during a consumption session.

94. (Previously presented) The method of claim 93, further comprising updating each head pointer to the current location in

the digital selection as identified by the corresponding content counter at an end of the consumption session.

95. (Previously presented) The method of claim 93, wherein a consumption session comprises rendering the digital selection.

96. (Previously presented) The method of claim 94, further comprising tracking the original location of the head pointer of each content selection and the current location of the head pointer of each content selection and automatically updating one or more of the digital content selections based on the content consumed as indicated by the difference between the original location of the head pointer and current location of the head pointer.

97. (Previously presented) The method of claim 96 further comprising updating each content selection according to the preferences of a user of the playback device.

98. (Previously presented) The method of claim 96, further comprising automatically deleting rendered content based on the content counters.

99. (Previously presented) The method of claim 94, wherein the end of the consumption session occurs when the playback device is turned off.

100. (Previously presented) The method of claim 94, wherein the end of the consumption session occurs when the rendering of a digital programming selection is stopped.

101. (Previously presented) The method of claim 93, further comprising rendering the digital selections.

102. (Previously presented) The method of claim 93, further comprising periodically updating each head pointer to the current location in the digital selection as identified by the corresponding content counter during the consumption session.

103. (Previously presented) The playback device of claim 93, further comprising referring to the updated head pointer during a subsequent consumption session such that further consumption of the digital selection begins at a point in the digital selection designated by the updated head pointer.